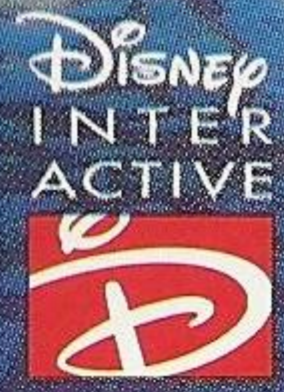


Dreamcast™



Disney's **101** DALMATIANS

PUPPIES TO THE RESCUE



EIDOS
INTERACTIVE



T-36803N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

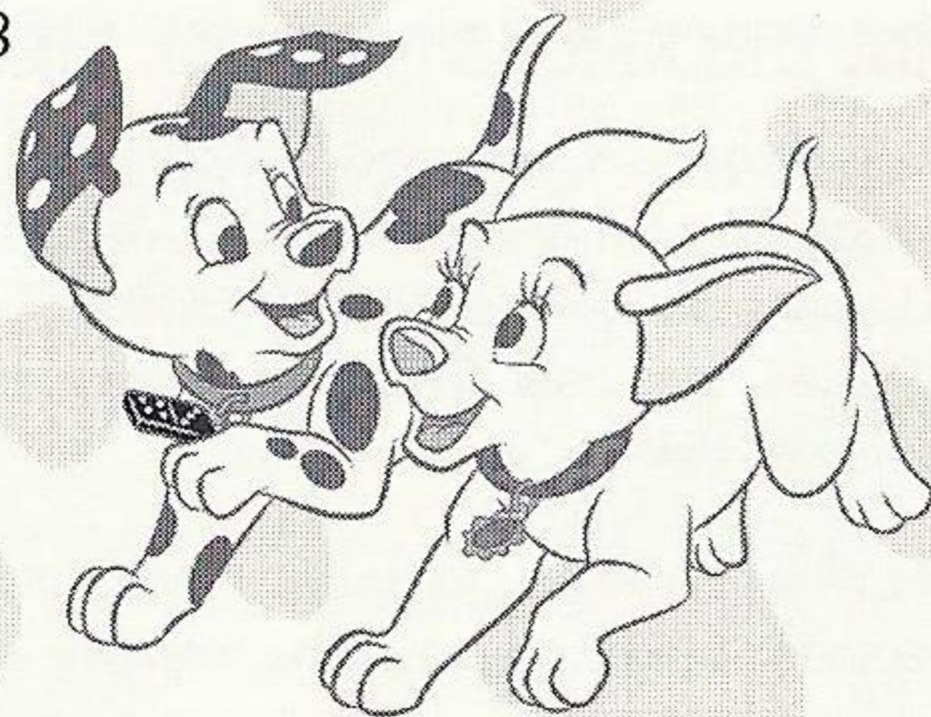
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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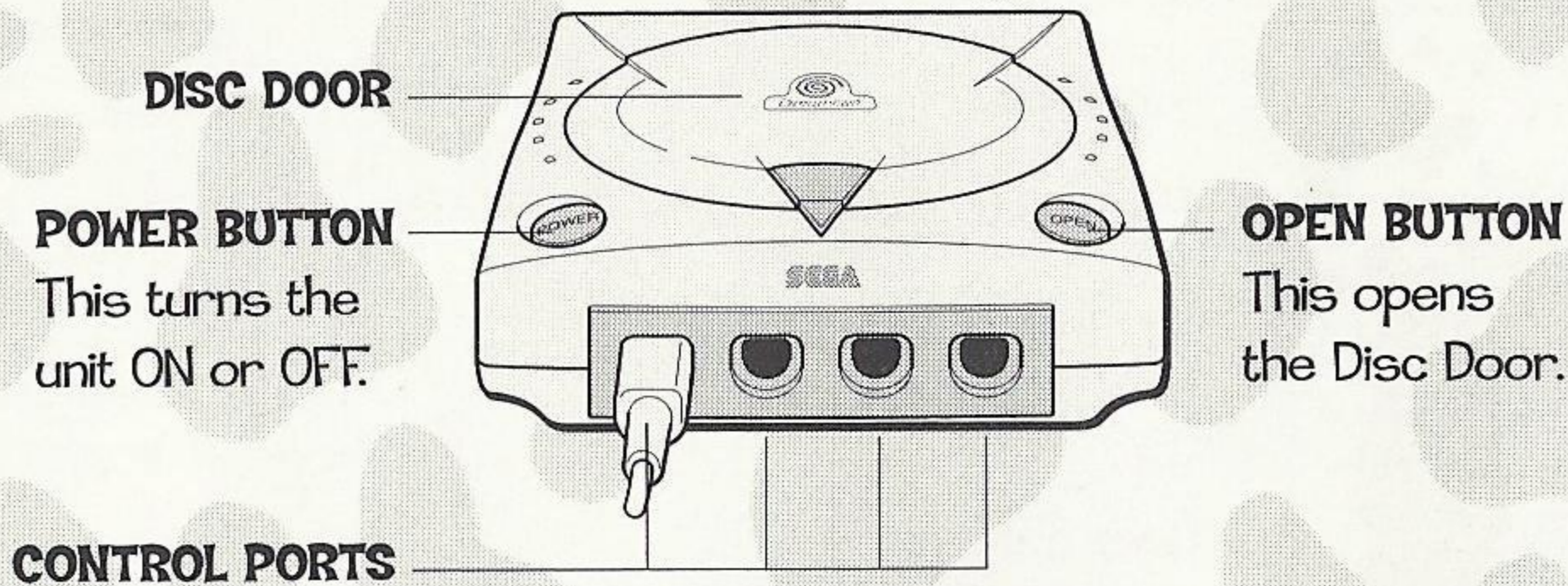


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SEGA DREAMCAST

SEGA DREAMCAST HARDWARE UNIT



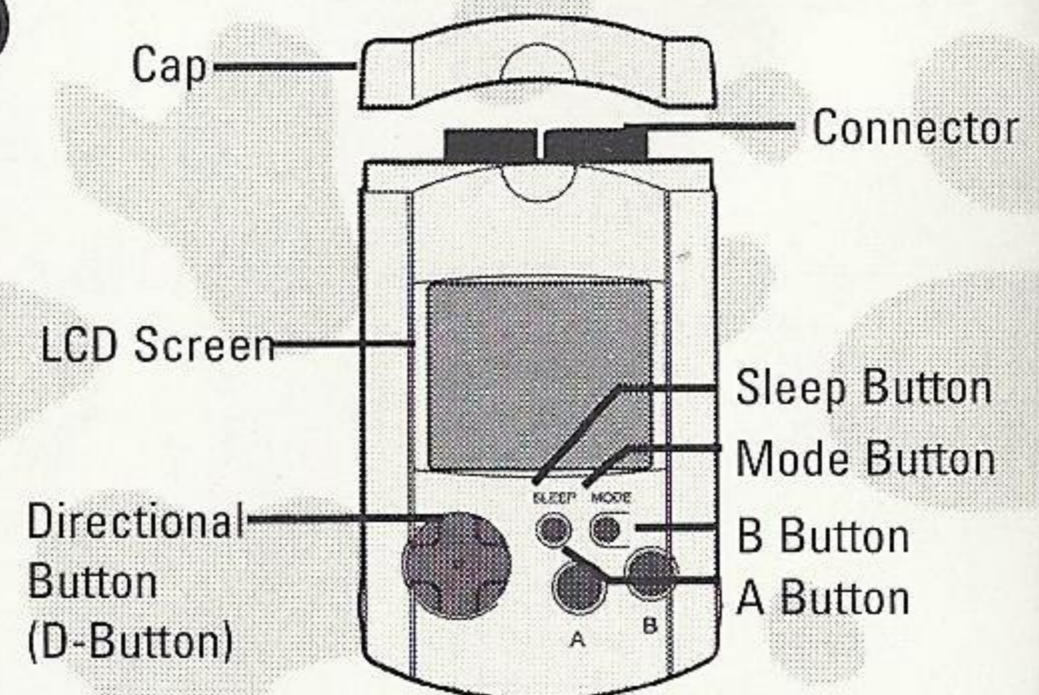
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use **Control Port A** to play **102 DALMATIANS: PUPPIES TO THE RESCUE**.

DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE is a 1 player game. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

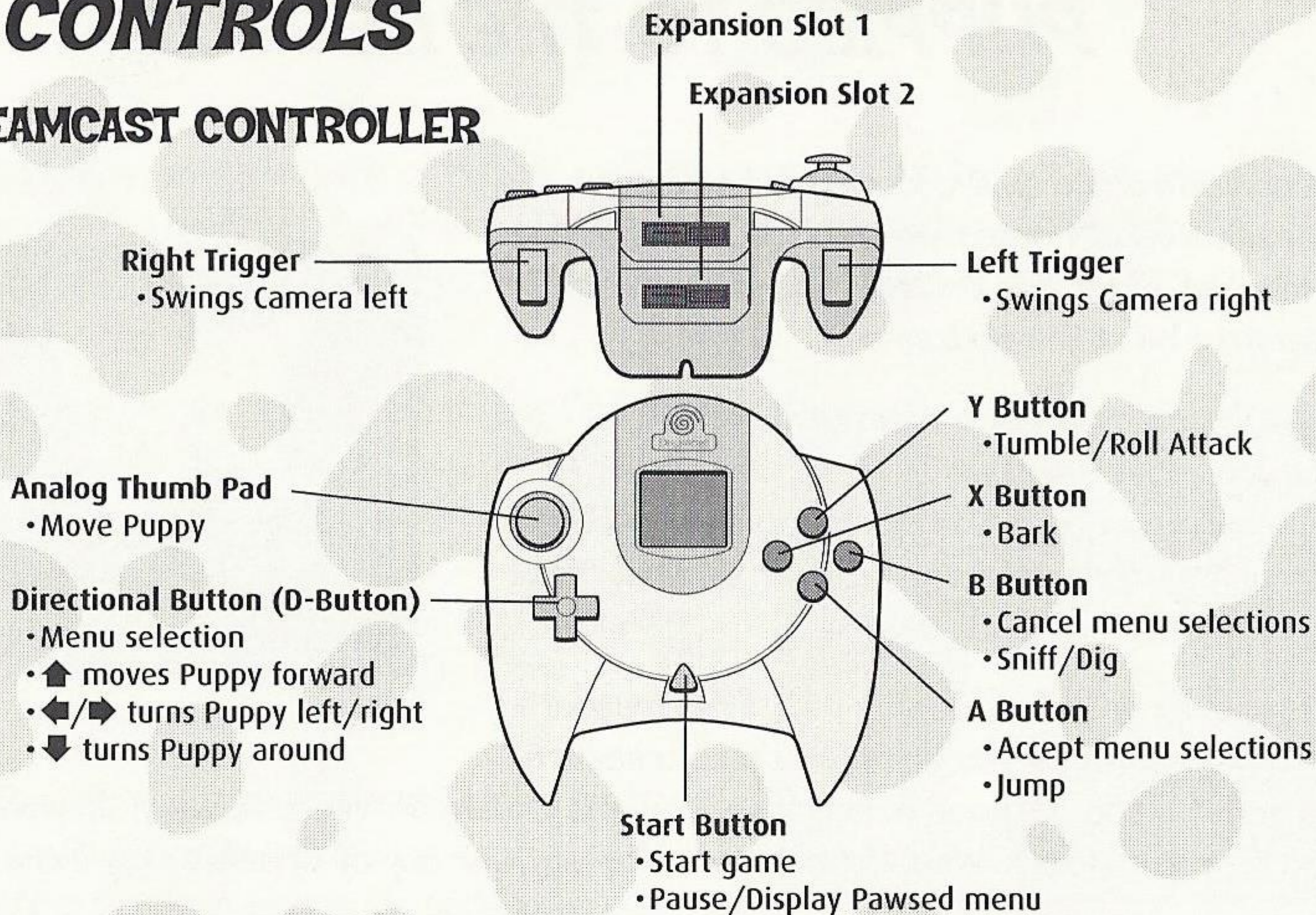
To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller **BEFORE** turning on the Sega Dreamcast. This game requires 3 blocks on the VMU in order to save a game.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



CONTROLS

SEGA DREAMCAST CONTROLLER

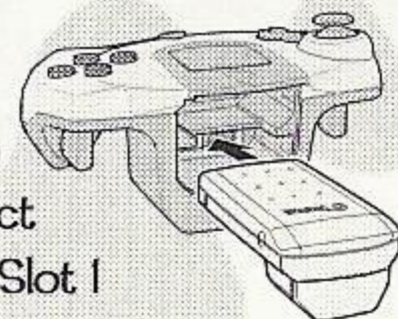


- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

- **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** is a 1 player game. Connect a controller or other peripheral equipment BEFORE turning on the Sega Dreamcast.
- To return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Main Menu.

SEGA DREAMCAST JUMP PACK™

DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast Controller, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

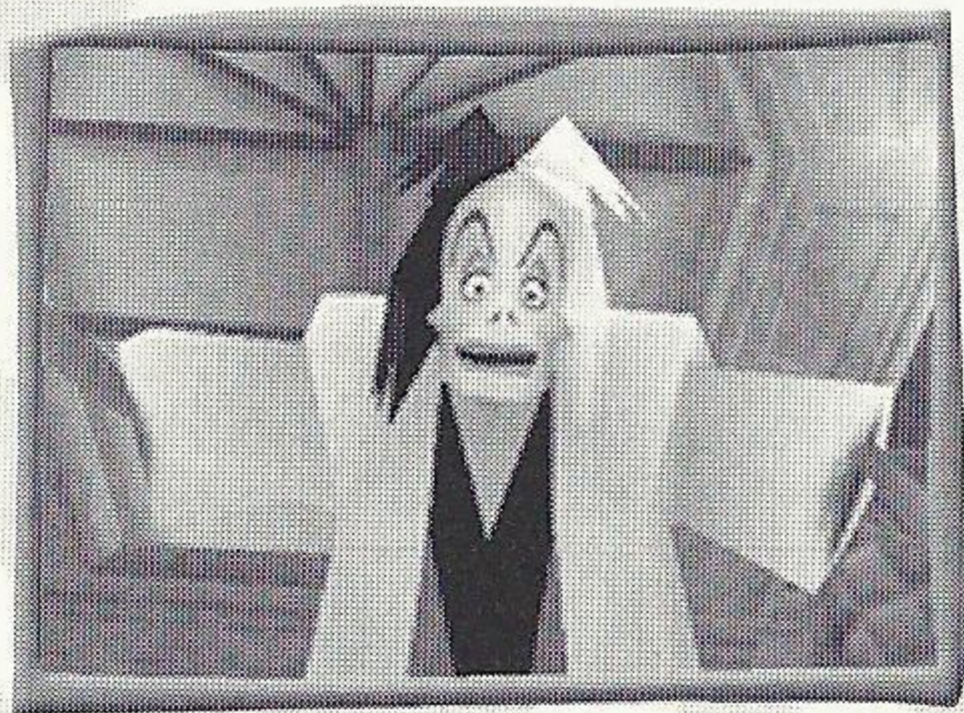


PUPPIES TO THE RESCUE

Oddball and Domino are always looking for adventure. Unfortunately, it usually gets them into trouble! Whenever there's mischief afoot, this brother-and-sister team always seem to be at the bottom of it.

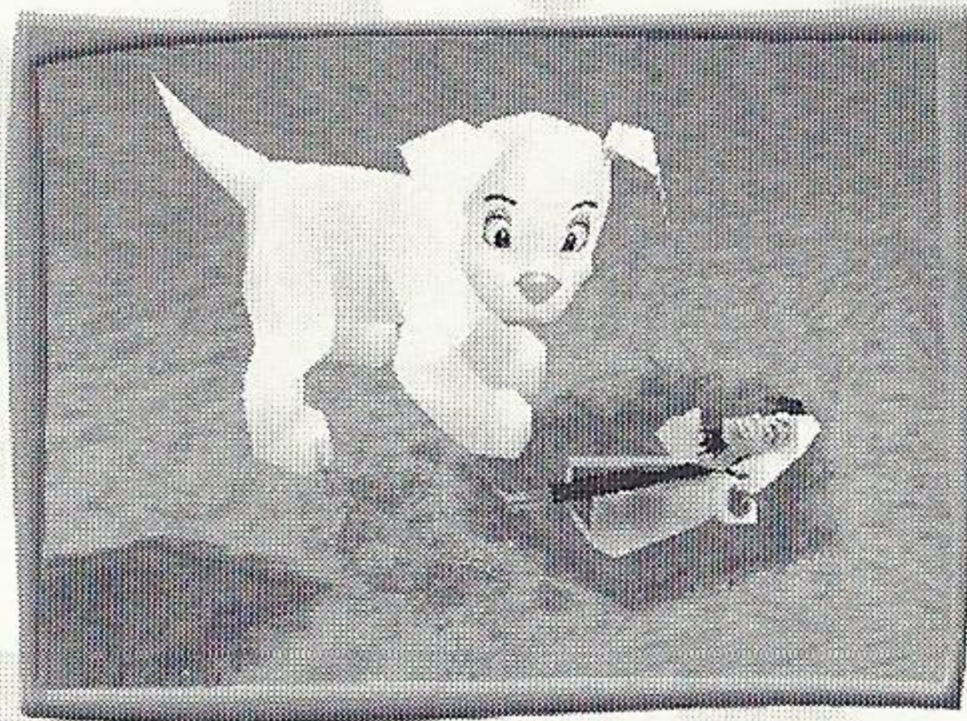
Take today, for example. Once again they "forgot" their mother's wishes and went outside for some pirate-treasure hunting. Sniffing, digging and tumbling are way more fun than watching TV. After all, what could possibly happen?

It's not long before Oddball digs up their first treasure. She's quickly disappointed to discover it's no treasure at all - in fact, it's one of those horrid toys from the Cruella De Vil Toy Factory! No wonder it ended up buried in Regent's Park. What kid would want to play with any of Cruella's ugly "hunks of junk"?



That's just what's driving Cruella into another red-hot temper tantrum! Her toys, designed by her high-tech hapless inventor, Rodney Farzboom, have been a colossal flop at stores throughout England. Cruella believes it's because children are spending all their pocket money on their spoiled pets instead of on her wonderful toys.

Now facing financial ruin, Cruella must do something quick. Getting Farzboom on the phone, she snaps at him to initiate "Plan B." The inventor re-programs the control chips in Cruella's toys, transforming shelves of unsold



merchandise into a miniature army of robotic pet-nappers. With the help of her seedy sidekick, Parisian fur designer Jean-Pierre LePelt, and her devious henchmen, Horace and Jasper Baddun, Cruella is sure her puppy-snatching plan will be a "spotacular" success.

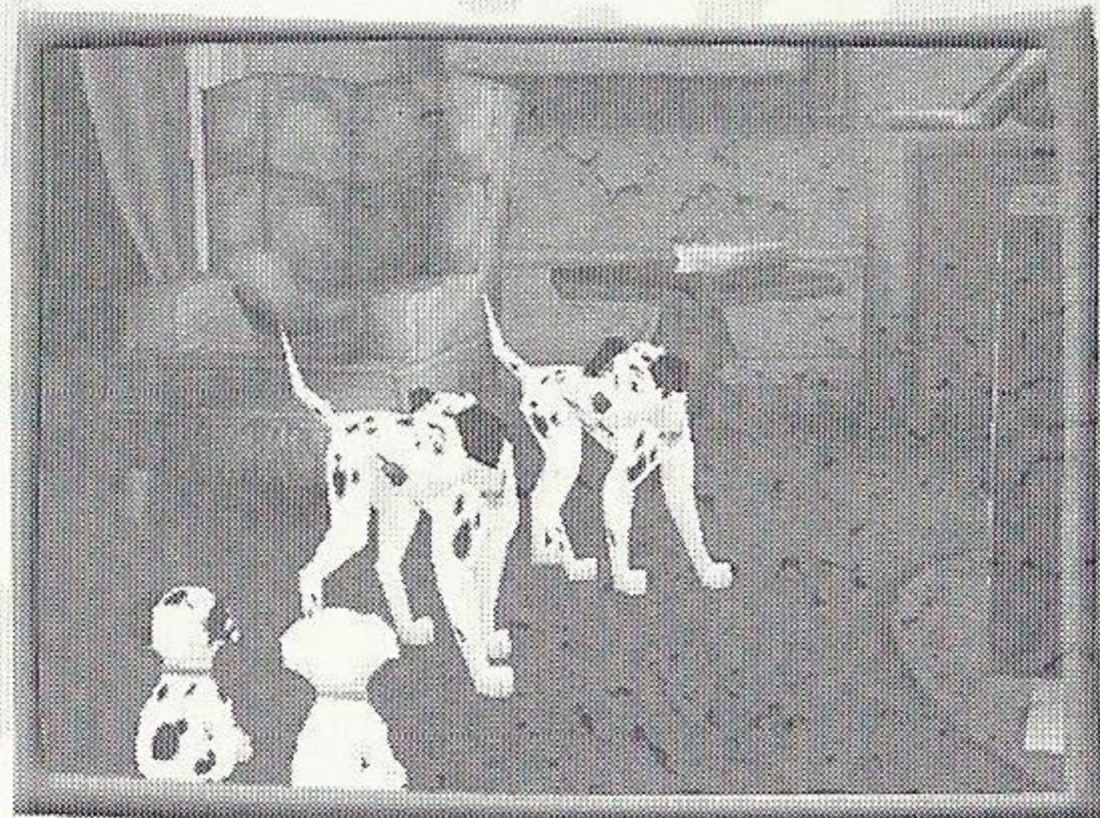
When Oddball and Domino return home, they find their parents, Dipstick and Dottie, in despair. The TV news is broadcasting a special emergency bulletin. In urgent tones, the TV anchor announces that Dalmatian puppies throughout England are vanishing! Everyone agrees this has the frightening touch of one of Cruella's De Vil's scheming plots.

Thankfully, Domino and Oddball are still safe. Dipstick cautions them to stay and watch over their humans, before anything worse happens. He and Dottie are going to go look for the missing puppies.

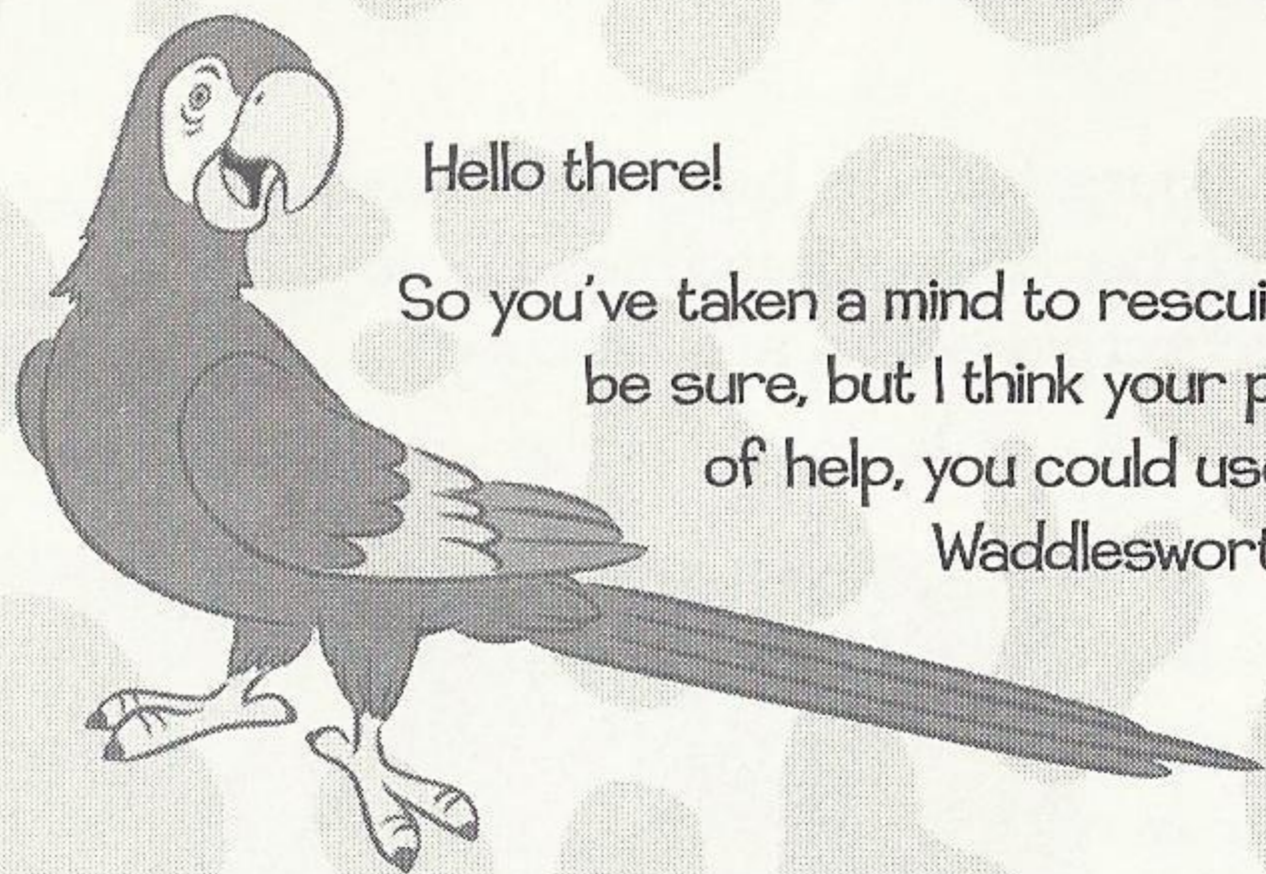
The door is barely shut before Oddball takes a stand. "Do you want to stay here and be good, or do you want to help rescue the puppies?"

"My thoughts exactly, Sis," says Domino. "Let's go!"

Oddball and Domino race off to their biggest adventure yet - but this time they could be biting off more than they can chew!



WADDLESWORTH



Hello there!

So you've taken a mind to rescuing your puppy family? Quite commendable! I can't be sure, but I think your parents may very well need your help. And speaking of help, you could use a bit of it yourself. That's why I'm here.

Waddlesworth's the name. Helping Dalmatians is my game.

Now look here. That Cruella De Vil is a master at making the situation as hard as can be. My guess is she's had the puppies dropped off

all over England. If you start in Regent's Park, you'll soon find yourself going all 'round the town, rescuing puppies left and right. While you're out and about, here's what to do to win the game . . .

MUNCH THE BONES

What puppy can resist a tasty biscuit? When you munch all 100 bones in a level, something quite nice is sure to happen.

RESCUE THE PUPPIES

Crates is what you look for. Hear that yelping? There's a little fellow inside. Tumble into the crate and you'll set another puppy free.



BREAK THE TOYS

Nobody wants to buy them. They're just more of Cruella's mischief, quite horrid and annoying. Break every one you can with a bark or a tumble. Try to get them all, because many will leave something good behind.

TRAP THE BADDUNS

Cruella's bumbling henchmen Horace and Jasper are out to catch you. It takes more than barking and tumbling to get rid of them. Look for something in the level that could trap them. Your animal friends will help! (See page 14.) By the bye, once in a while you can even trap LePelt. Don't mind if you do!

DEFEAT CRUELLA

Now there's a job. Awfully hard to do, but not impossible. Specially if you've cleared all the levels and rescued all the pups.

There are more things to find and do in the game, too, before Cruella rears her two-toned hairdo. So get ready for a fantastic adventure. And don't forget ... I'll be there to help. I may even give you a tour from the air. And that's something not even Cruella can buy!

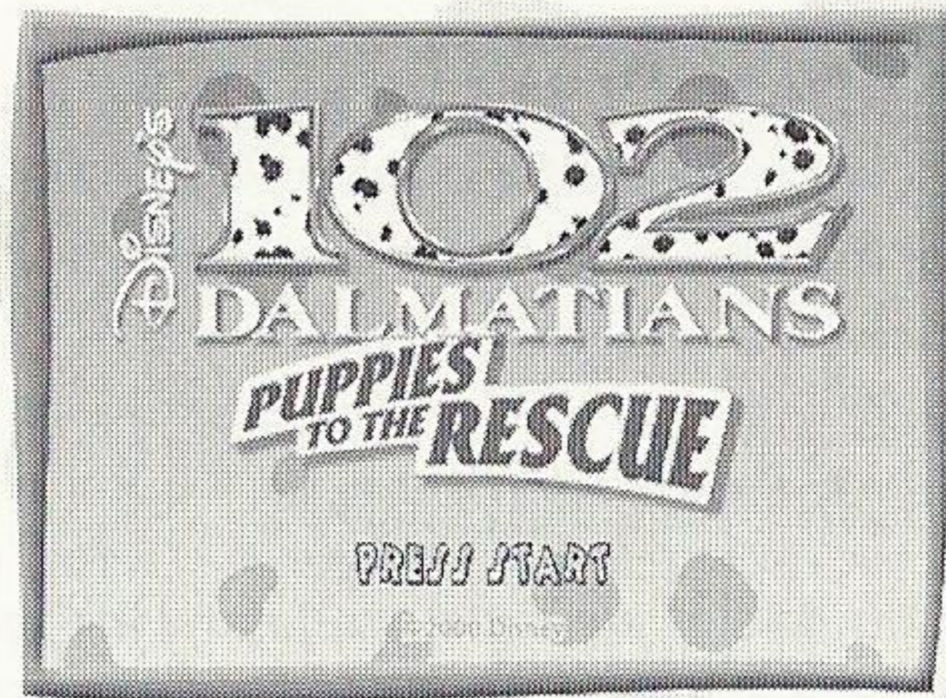


STARTING PLAY

1. At the Title screen, press the Start Button.
2. Choose one (Directional Button \uparrow/\downarrow , then press the **A** Button):

NEW GAME Start from the beginning. (Once you start the game, you can play as either Oddball or Domino by selecting a Puppy from the Options menu. See page 10.)

LOAD GAME Resume playing a game you previously saved. (You must be using a memory card with **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** saved game data. See page 17 for more information.)



NAVIGATION SCREEN

You can see the levels available to you by changing channels on Oddball and Domino's TV. Press the Directional Button/Analog Thumb Pad as shown in the following paragraphs, and then press the **A** Button:

LONDON CHANNEL (\leftarrow/\rightarrow then **A** Button)

When starting a **NEW GAME**, you'll play Regent's Park first. The numbers below the level name show the number of Bones collected and the number of Puppies rescued.



When you finish Regent's Park, another level opens on the Navigation screen. The more you play, the more levels you'll open. You can always return to a level you've already played to increase your numbers. And don't forget to look for mini-games, secrets and fun puzzles to solve.

STICKER BOOK CHANNEL

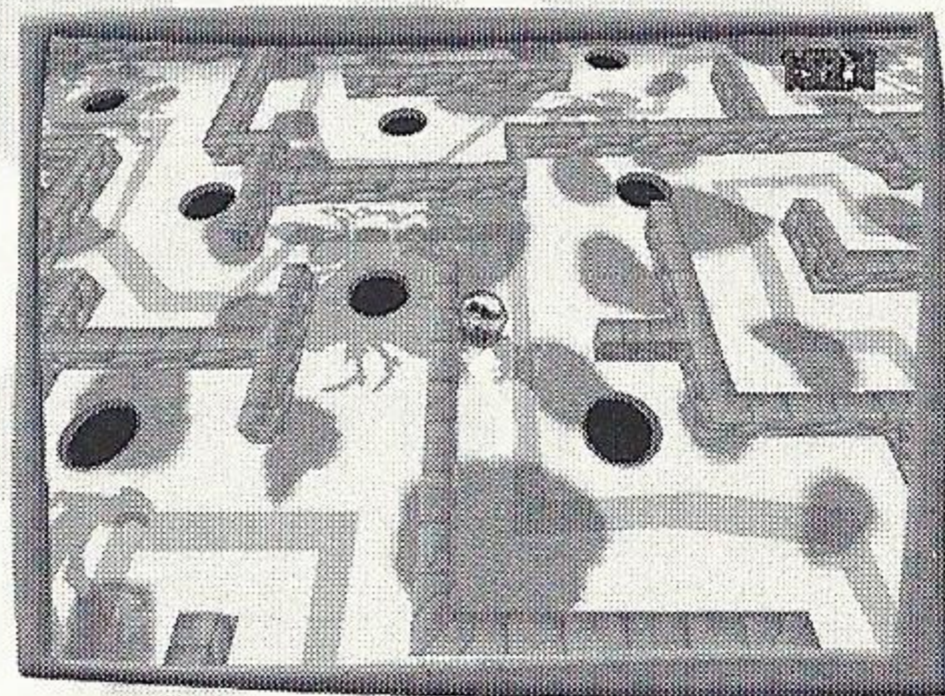
(↓ then A Button)

As you complete certain tasks, you'll receive stickers that look like puzzle pieces. Collect these because that's just what they are. They go into your Sticker Book pages according to the level where you found them. When you get all the stickers in a level, a surprise scene appears.



MINI-GAMES CHANNEL

(↓↓ then ←/→ then A Button)

Puppies need play time, too. Take a rest from rescuing the captured pups to play mini-games like Dig Dog and Tilt Maze. In three of the mini-games you can play with a friend. The more levels you play from the London channel, the more mini-games you'll find on the Mini-Games channel.



A PAWS FOR REST

1. Press the Start Button on the Navigation screen or any time during play. The Paws (pause) screen will appear.
2. Choose one (Directional Button/Analog Thumb /, then press the **A** Button):

CONTINUE

Return to the screen you paused from.

OPTIONS

Adjust some game settings (see below).

SWITCH PUPPIES

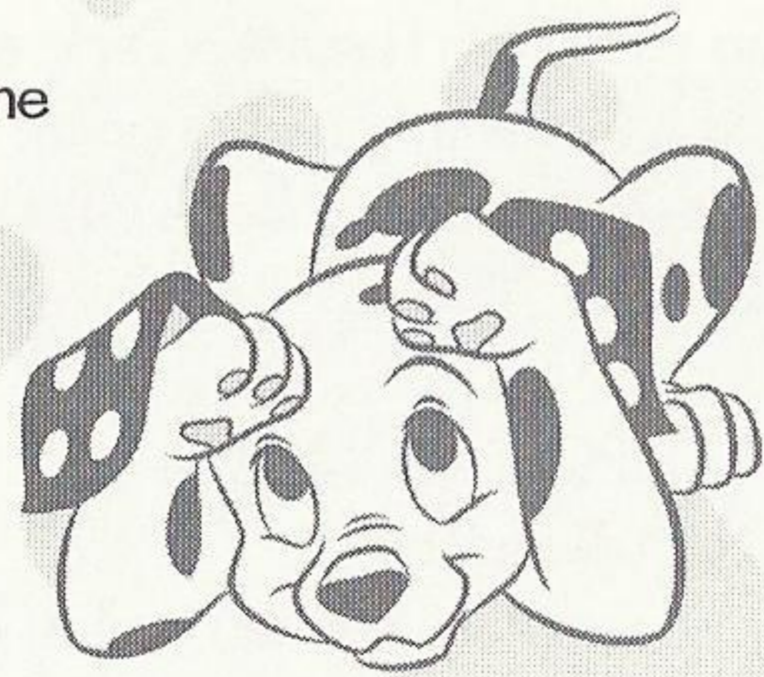
Toggle between Domino and Oddball as your Puppy (in regular levels only).

EXIT LEVEL





Quit the level you're playing and return to the Navigation screen.

EXIT GAME

If you paused from the Navigation screen, this takes you back to the Title screen.



OPTIONS SCREEN

Choose one (/) then change its setting (/):

MUSIC VOLUME

Adjust from loudest (10) to softest (0).

SOUND VOLUME

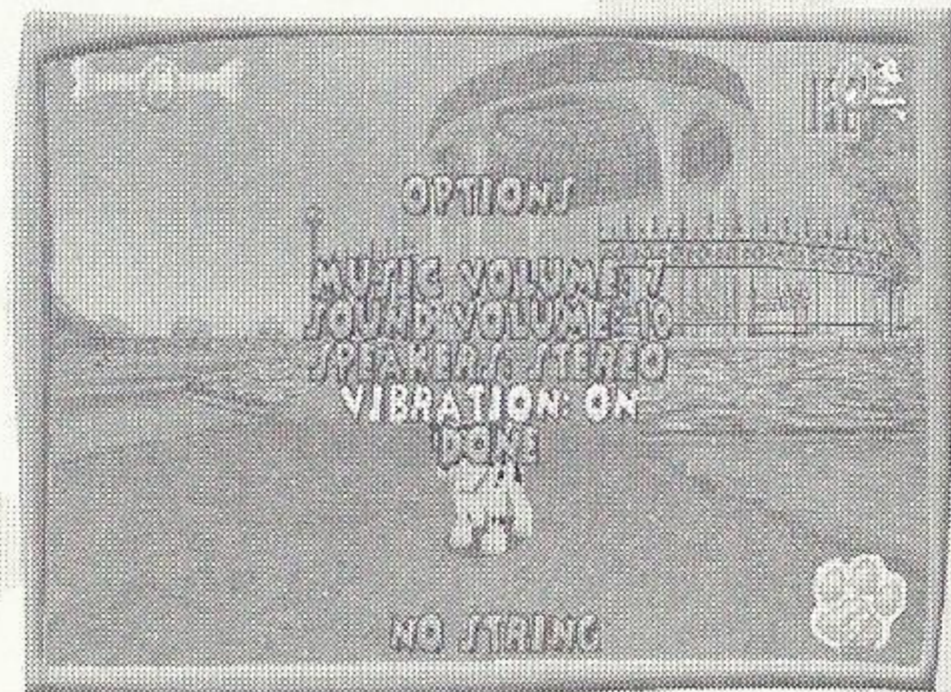
Adjust from loudest (10) to softest (0).

SPEAKERS

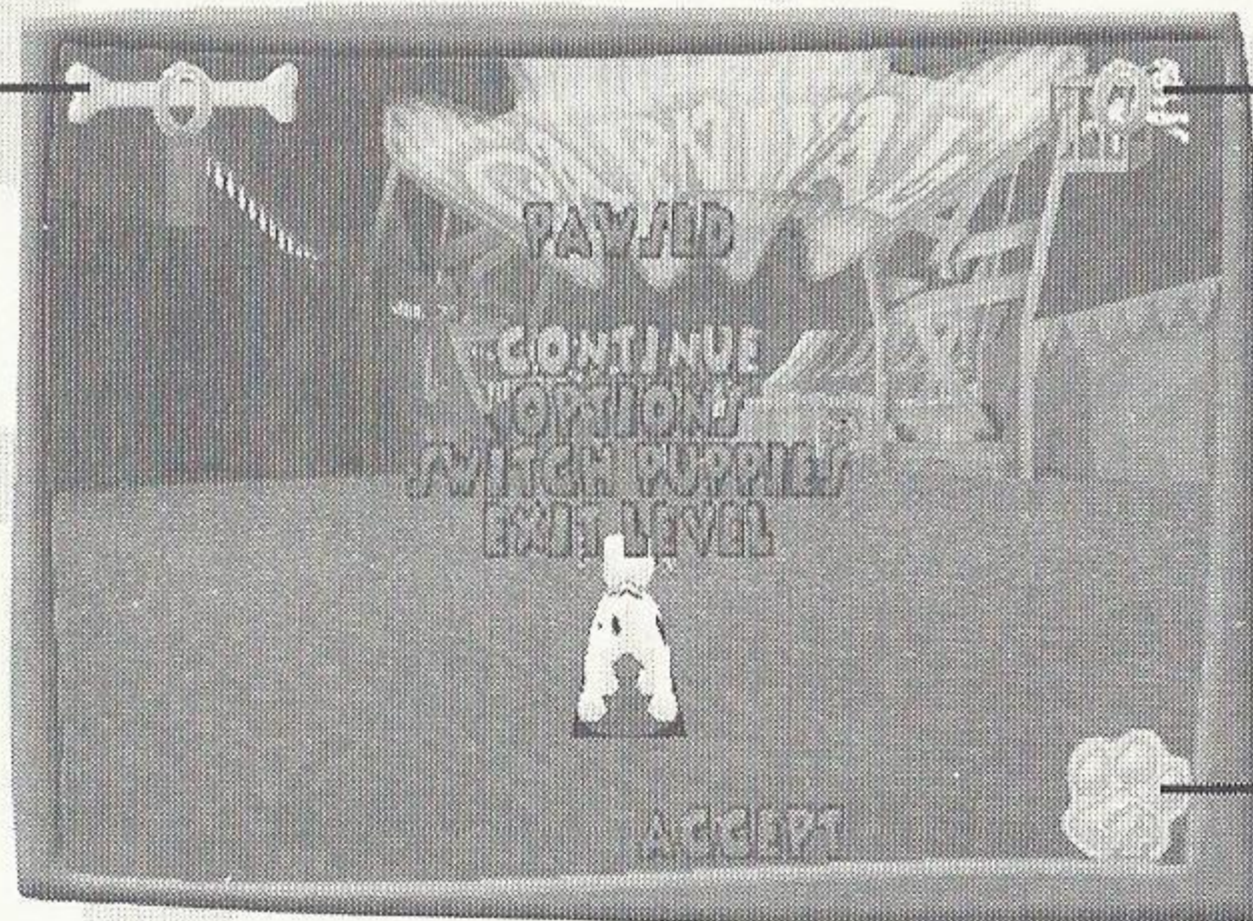
Choose MONO if your TV (or monitor) has one speaker; STEREO if it has two.

VIBRATION

Turn the Sega Dreamcast Jump Pack's vibration function ON/OFF.



Bones
Collected



Puppies
Rescued

Puppy Paw

HEAD'S-UP DISPLAY

The Paws screen also shows how you're doing:

BONES

In the upper left corner you can see how many bones you've munched in the level.

PUPPIES

In the upper right corner you can see how many puppies you've rescued in the level.

PUPPY PAW

In the lower right corner you can see your Health level and Tries remaining. The toes in the Puppy Paw show how many hits you've taken (empty toes) and how many more you can take (full toes) before losing a Try. If too many toes are empty, look for some food to eat and "beef up" your Health again. If you lose all your Tries, select "Continue" and your Puppy can restart the level with three additional Tries.

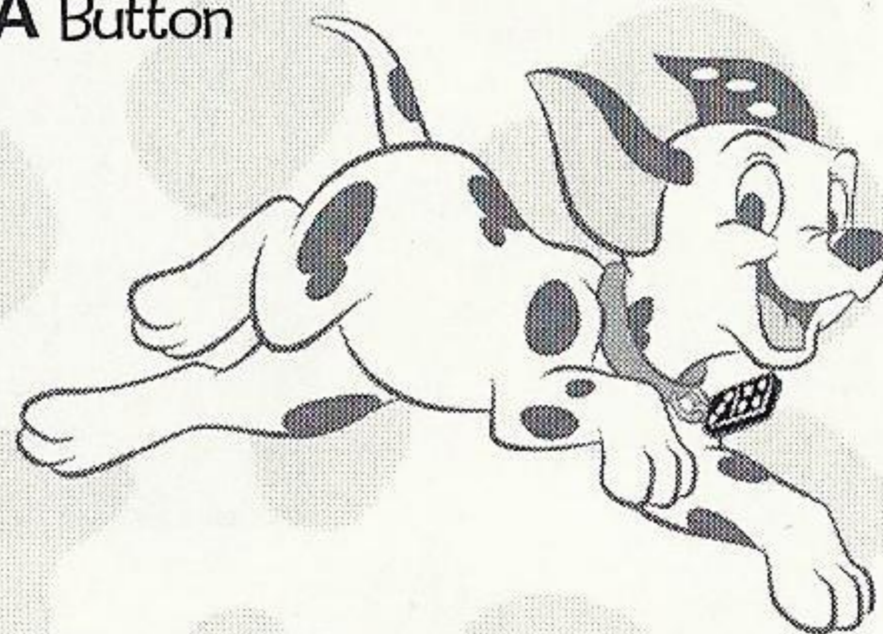
Note: The head's-up display also appears for a few seconds whenever you increase one of your numbers (Bones/Puppies) or talk to an animal friend. This helps you keep track of your game.

PUPPY ACTION

Your puppy energy will really put the bite on Cruella's evil toys. Go get 'em!

RUN

- Use the Directional Buttons/Analog Thumb Pad to run.
- You can bound over longer distances by pressing the **A** Button (jump button) while running. It's cool to feel so free!
- You can also move faster by tumbling (**Y** Button), though steering will be a little more difficult.



JUMP

- Press the **A** Button to jump. Hold down the button to jump higher.
- Jumping also gets you to higher places, like counters and pedestals.
- When jumping on trampolines, remember to hold down the **A** Button for higher jumps.
- Jump on things that you can ride on and see where they take you.

BARK

- Press the **X** Button to bark and shatter toys.
- Barking won't stop a Baddun, but you can bark anyway just 'cuz it feels great!

TUMBLE

- Press the **Y** Button to tumble head-over-paws for a short distance, hopefully bashing into toys.
- That's also the way to break open crates and free the puppies.
- When you tumble into toys, they may leave something behind. Be sure to collect whatever they drop.

Disney's 102 Dalmatians: Puppies to

Name _____

Address _____

City _____ State _____

Phone (____) _____ E-mail _____

Is this your first Eidos purchase?

Yes No

Tell us about yourself:

Gender M F

Date of Birth M____ D____ Y____

What type of games do you prefer?

Adventure Action
 Fighting Role Playing
 Simulation Sports
 Racing

Did you rent this game before purchasing it?

Yes No

Where did you purchase this game?

Mass merchant (i.e. Walmart, Target)
 Software specialty (i.e. EB, Babbage's)
 Mail order
 Toy store
 Internet (i.e. etoys)

How did you hear about this game?

Friend Sales clerk
 Magazine ad TV ad
 Game review Internet
 Demo disc Rental
 Saw on shelf Other _____

Which publications do you regularly read?

Official Dreamcast Magazine
 EGM Contact Kids
 Game Fan Game Pro
 Nickelodeon Tips & Tricks
 Marvel Comics DC Comics
 PSM Nintendo Power
 Disney Adventures SI for Kids
 Expert Gamer PSE 2

Which systems do you own?

PlayStation[®] game console
 Dreamcast[™] Pentium PC
 Game Boy[®] Color Nintendo[®] 64

Do you have access to the internet?

Yes No

If you
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Wha
 this

How

Your pup

RUN *the Rescue*TM

- Use t _____
- You c _____
- (jump _____
- You c _____ Zip _____
- thoug _____

JUMP as, check the websites below that you
ularly visit.

- Press idos.com disney.com
- to ju rideogames.com nick.com
- Jum playstation.com sikids.com
- Whe onus.com nintendo.com
- Jum pther _____ sega.com

BARK at was the main reason you purchased
game?

- Press Magazine review Played demo
- Bark rint advertising Packaging
- TV advertising Price

TUMBL Sales clerk recommended

- Press Recommended by friend
- into t Disney fan
- That Other _____
- Whe

what w would you rate this game?

A B C D

Disney's **102** DALMATIANS

PUPPIES TO THE **RESCUE**TM



Check out the web site at:

www.puppiestotherescue.com

SNIFF

- Press the **B** Button to sniff the ground for clues. Sniffing leads you to the closest interesting thing - a bone, an enemy robot toy or even a puppy crate.
- Your "sniffer" will also lead you to buried "treasures." Look for an "X" that appears on the ground - that's where to start digging.
- When you sniff, a trail of arrows appears leading in the direction you should go. The arrows fade out after a few seconds, so you may want to sniff again.

DIG

- When you've sniffed your way to an interesting spot (marked by an "X," see "Sniff" above), press the **B** Button to dig. Digging uncovers hidden stuff.
- Many things that puppies like (and need) are hidden under the dirt. They can only be found by digging in the right spot!

DOG-PADDLE

- Dog-paddling comes naturally when you jump into a pond, fountain or stream. Just press the Directional Buttons/Analog Thumb Pad and away you go!



TALK TO THE ANIMALS

- Friendly animals have quite a bit to tell you. With some animal friends, talking begins automatically when you run up to them. With others you'll need to press the **B** Button to begin talking (you'll see a prompt in the lower right corner of the screen). Listen for hints and clues. If a critter asks a favor, do your best to help out. You'll always be rewarded.

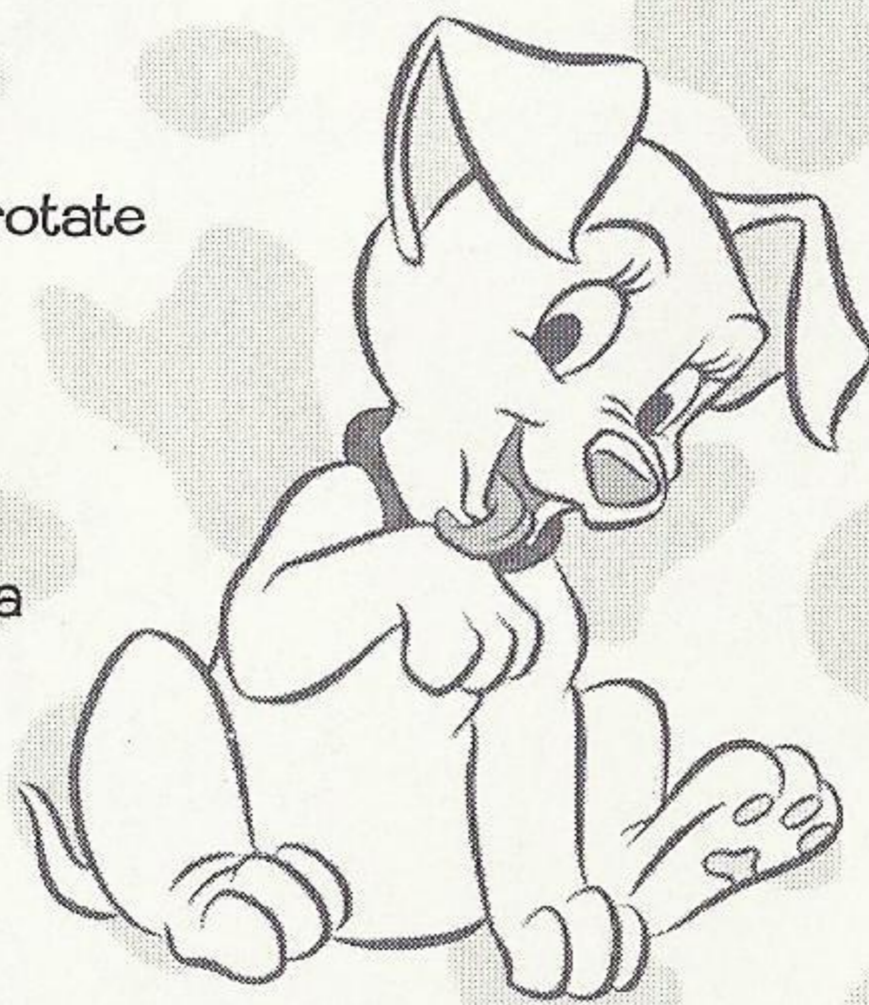
SPECIAL ACTIONS

- At certain spots you can perform special actions by pressing the **B** Button. Stand near an object and look for the **B** Button prompt in the lower right corner. If it appears, press the button to do things like shoot the Squirt Gun in the Toy Store and throw the switch in De Vil Manor.

CAMERA

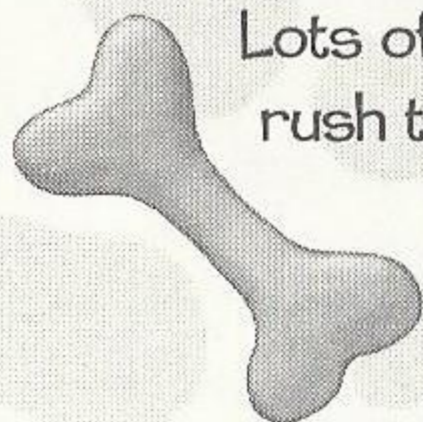
You are the cameraman! Use the Right and Left Triggers to rotate the camera 360 degrees around your Puppy and get right in on the action. If you are having trouble completing a jump, try rotating the camera to the left or right for the perfect angle.

Keeping your index fingers on these buttons for quick camera turns can help you navigate through the levels with ease.



FUN ON THE RUN

COLLECTABLES



Lots of things puppies love are scattered around the levels. So don't rush through. Take your time and collect all you can. **Be sure to collect all the Bones and other food items (for extra health) you can find!** The more you explore, the more riddles you'll figure out. And the more secret surprises you'll get! There is no penalty if you don't gather all the goodies. But you'll get additional rewards if you gather all the collectables in a level.

PUPPY PAW



You can be knocked over by the attacking toys and Badduns, but it takes four hits before you lose a Puppy Paw. You'll see your Puppy Paw whenever you get thumped, and also when you pause the game (by pressing the Start Button). Each full toe represents one hit you can take; an empty toe means the hit is used up. The number in the Puppy Paw shows how many Tries you have left. When you lose one Paw you restart the level; when you lose all the Tries in the Paw, the game is over. **You can restore lost hits by gobbling food items found in the levels.**

TRIES

Collecting a Puppy Head restores one Try (adds one to the number) in your Puppy Paw.



SIGNPOSTS

You'll see picture signposts that give you directions. Some show which way you should go, and others point to where animal friends can be found. These help you stay on track so you don't get too lost in the level mazes.



PUZZLES

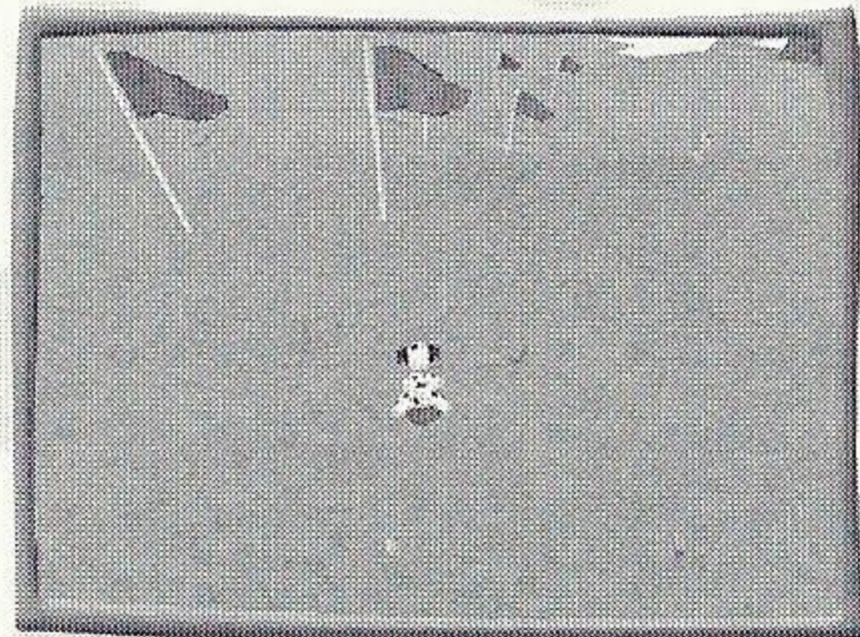
Some levels have puzzles that will keep you from going forward. For instance, you may come upon a switch that needs to be turned on with a special object before you can pass it by. Many puzzles show you their solution in a visual clue, and it's up to you to figure out how to get it. You will either have to find and use a certain object, or enlist the help of a friendly animal. Once you get what you need, return to the puzzle task and you will perform it automatically.

COOL TRICKS

Cool tricks are things you can do just for fun! For example, slip 'n' slide on the Slalom Course in the Ice Festival level. Try to slide through all the gates and collect all the bones. If you don't make it the first time around, have another go. See if you can find cool tricks that none of your friends have discovered.

COLLECTING STICKERS

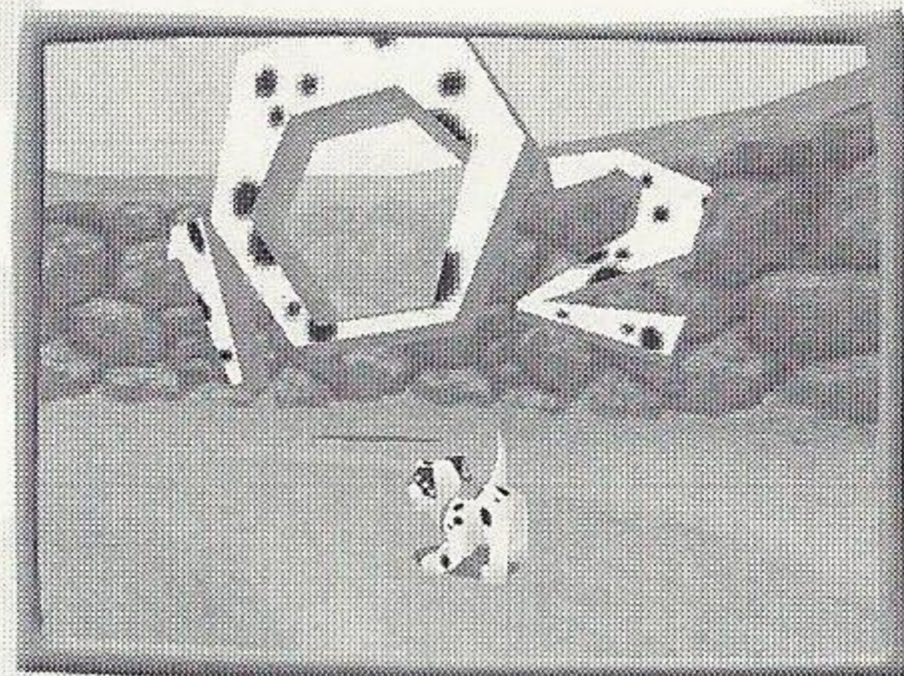
When you achieve certain goals within a level, you'll receive a sticker. This is actually a puzzle piece of a larger picture. When you go to your Sticker Book (see page 9), all the stickers you've collected will show up in the level's picture. When you get all the stickers for a level, the entire picture will be revealed.



LEVEL END

When you find a big glittering "102" banner, you're at the end of the level. You can stay in the level and keep searching and playing. If you're ready to leave, jump through the banner to exit the level.

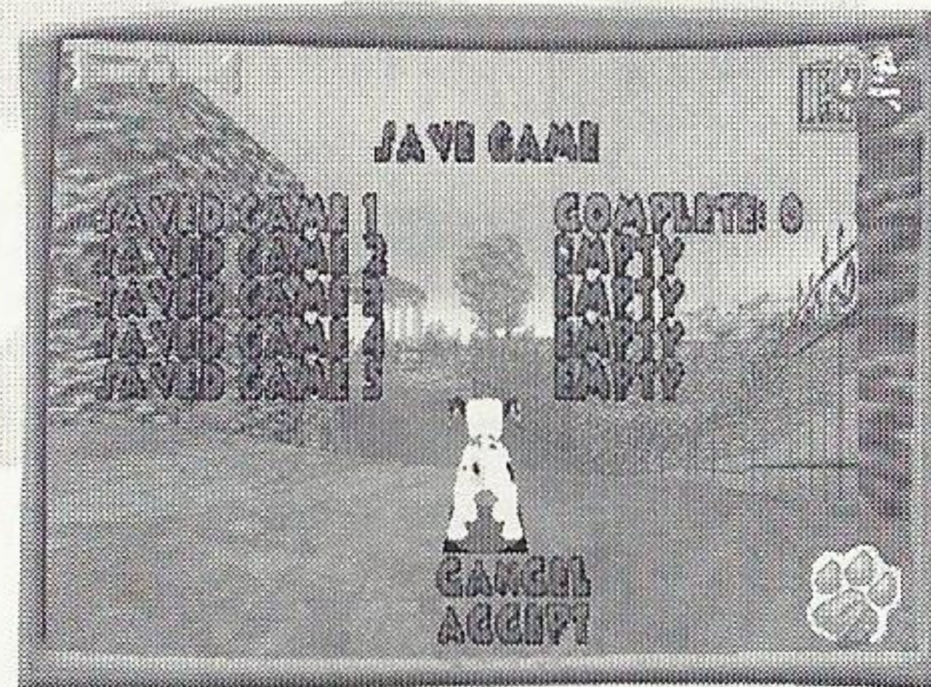
When you leave a level, you'll also be able to save your game. (See below.)



SAVING

DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE lets you save your game progress, including all bones collected and puppies saved. You must be using a Visual Memory Unit (VMU) in order to save games.

- To save your progress at a Waddlesworth checkpoint, press the **B** Button and answer "Yes" to the prompts (▲ then **A** Button). Additionally, when you get close to a Waddlesworth checkpoint, your place in the level is saved. If you lose a Try before reaching the end of the level, you will restart at the last checkpoint you activated.
- To save your progress when you exit a level, press the **A** Button to answer "Yes" to the prompts. If you don't want to save, press the Directional Button/Analog Thumb Pad ▼ and press the **A** Button to answer "No."
- To save from the Paws screen, select EXIT LEVEL (▼ then **A** Button). (If you're pausing from the Navigation screen, select EXIT GAME.) Answer "Yes" to the prompts (▲ then **A** Button). On the Save screen, select a slot (▲/▼ then **A** Button) to finish the save.

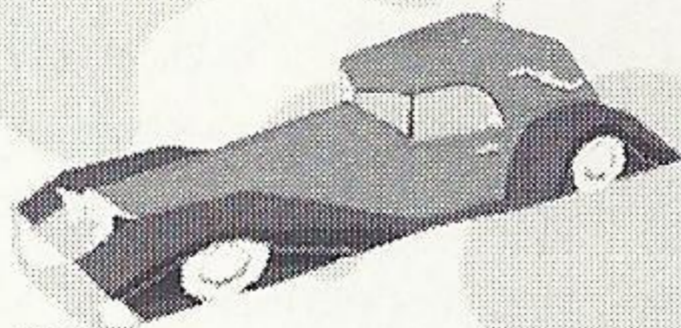


CRUELLA'S TOYS

Cruella's toys are anything but playthings. Farzboom souped up these bite-size pests into robotic pet-snatchers. Their attacks are different, but they all have one goal - capturing the puppies! You're bark attack won't work on some of them, and tumbling into others will just get you hurt. So figure out which attack works best on each one. Here are just a few. Look out -- there are plenty more!

RADIO-CONTROLLED ROADSTER

Cruella's very own car in mini-size roars toward you at ramming speed. It even cackles like Cruella.



JACK IN THE BOX

Don't be fooled by its musical nursery tune. Jack's bobbing head can rear back for an over-the-top head bop.



CLAPPING MONKEY

This cymbal-banging ape is a real headache. It likes to screech and run, but if you corner it, you're in for a puppy-clanging!



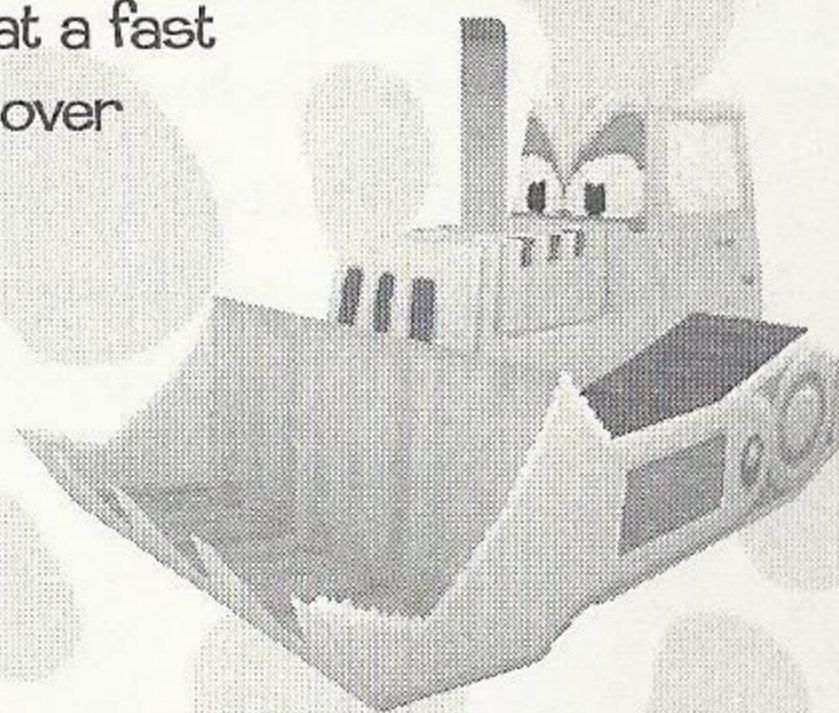
TOY SOLDIER

Armed with a tiny fire-cracker launching bazooka, the Toy Soldier is a one-man invasion force.



DOZER

This dirt-pusher attacks straight on at a fast speed, and it's tough to stop. It'll roll over and play possum, then attack again!



BADDUN PUNCHING BAG

This bouncy bag rocks away undamaged when you tumble into it. When it rocks forward again, watch out for its two-fisted punch!

ON CRUELLA'S TRAIL

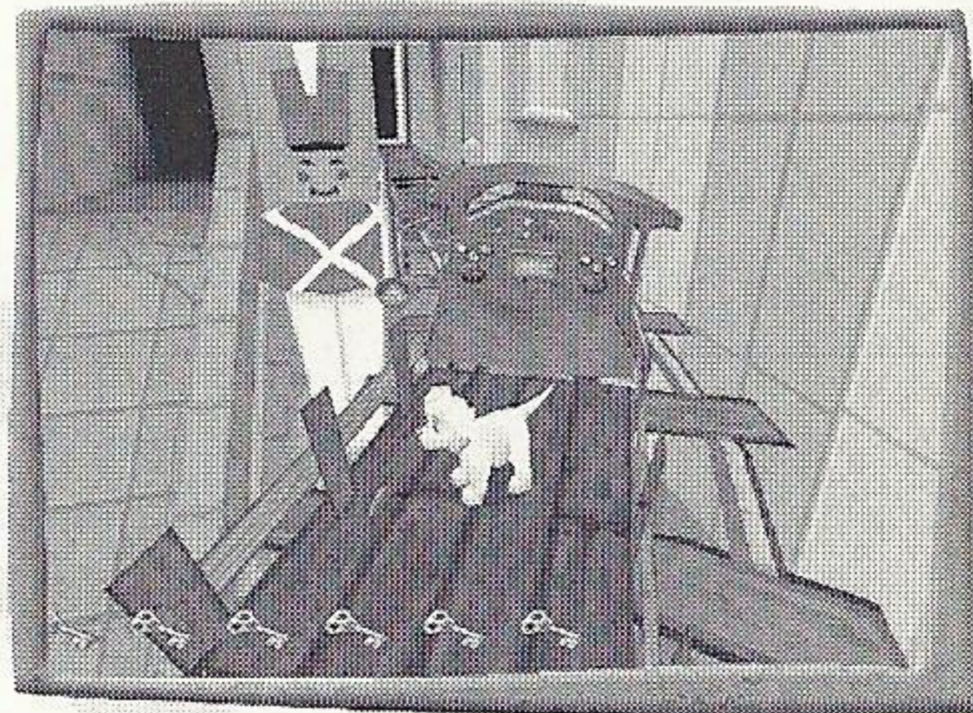
REGENT'S PARK

- Explore a fine old English park where you can tumble on the grass, sniff in hedge mazes and paddle around in ponds.
- Take a slide on the waterfall. Wasn't it time for your bath?
- Meet Fidget the Squirrel. She's a bit frantic since she forgot to gather food for the winter. Bring her favorite nut back to her and earn your reward.
- The locked shed in the far corner holds something you're looking for. You can open it by deactivating Cruella's Radio-Controlled Roadster.
- Herd the park pigeon near the pigeon statue to see something cool.
- Jasper hounds you with his swishing dog catcher's net. Lure him near the beehive and he'll get "buzzed"!



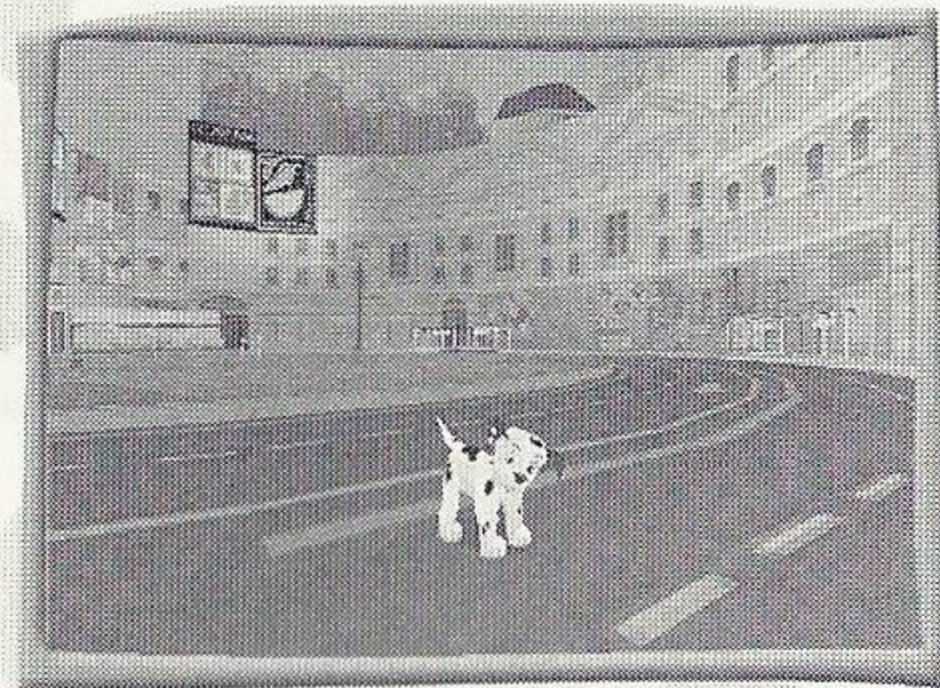
TOY STORE

- Hitch a ride on the toy train to find a secret room where Cruella has hidden one of your puppy friends.
- Use the Squirt Gun to pop the giant bubbles.



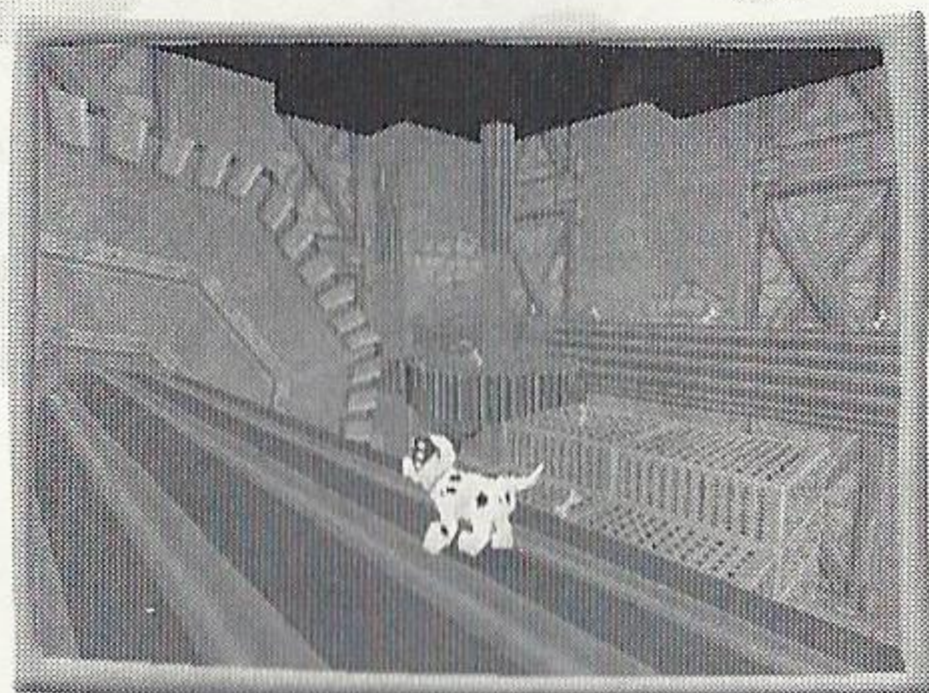
PICCADILLY

- Listen to all the different calls in the phone booths.
- Jump on top of cars to reach higher places.
- Bark at the manhole covers. When they open, you can drop down through the manholes to scoot to different parts of the level.
- You can also use the manholes to trap Horace!



BIG BEN

- The spinning axles pose a puppy problem. While crossing them, be careful they don't spin too far over or your Puppy will fall off.
- For the highest bounce, jump off moving pistons and counterweights when they're going UP.
- Follow the pointing signs to stay on track.



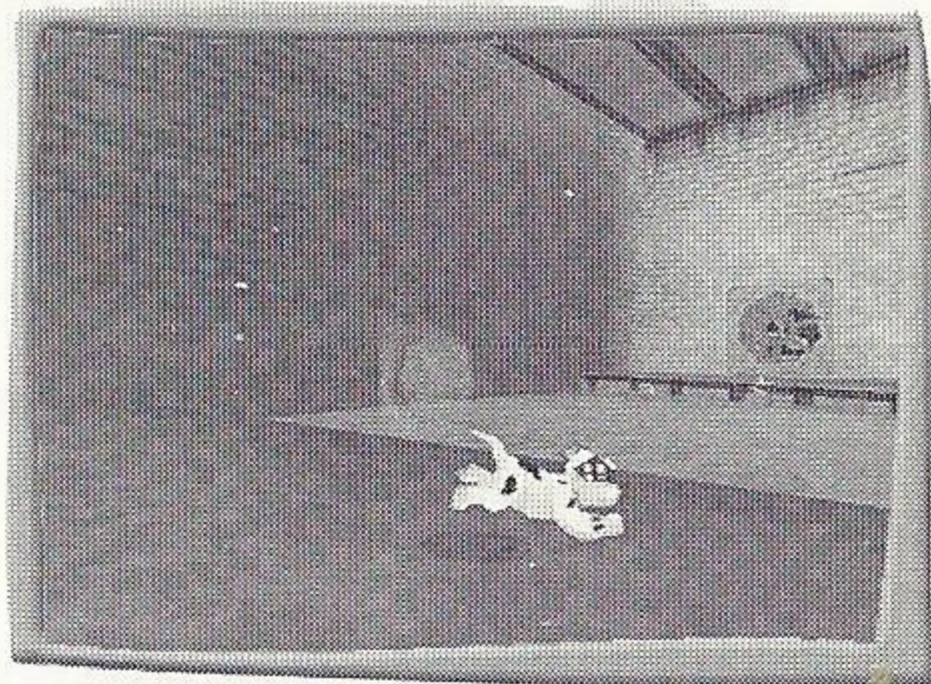
ROYAL MUSEUM

- Slide across marble floors and down banisters to escape Cruella's fur-loving cohort LePelt!
- For extra puppy play, put ancient treasures back in their proper places.



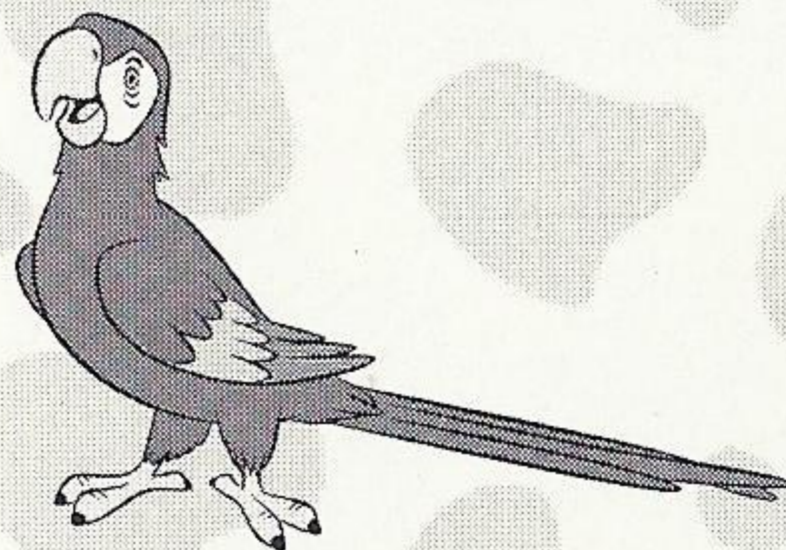
THE UNDERGROUND

- Use switches to turn things on and off.
- Ride gusts of steam to get to certain places. Watch out - they can also blow you off course!
- Don't fear the whirlpool. Falling through it will take you to a new area.



MORE LEVELS ...

Those were just a few hints to help you get started. Good show! Now, keep searching, sniffing and digging through the rest of the levels and see what you can find on your own! Your dogged determination is sure to put Cruella and her cohorts "in the doghouse"!



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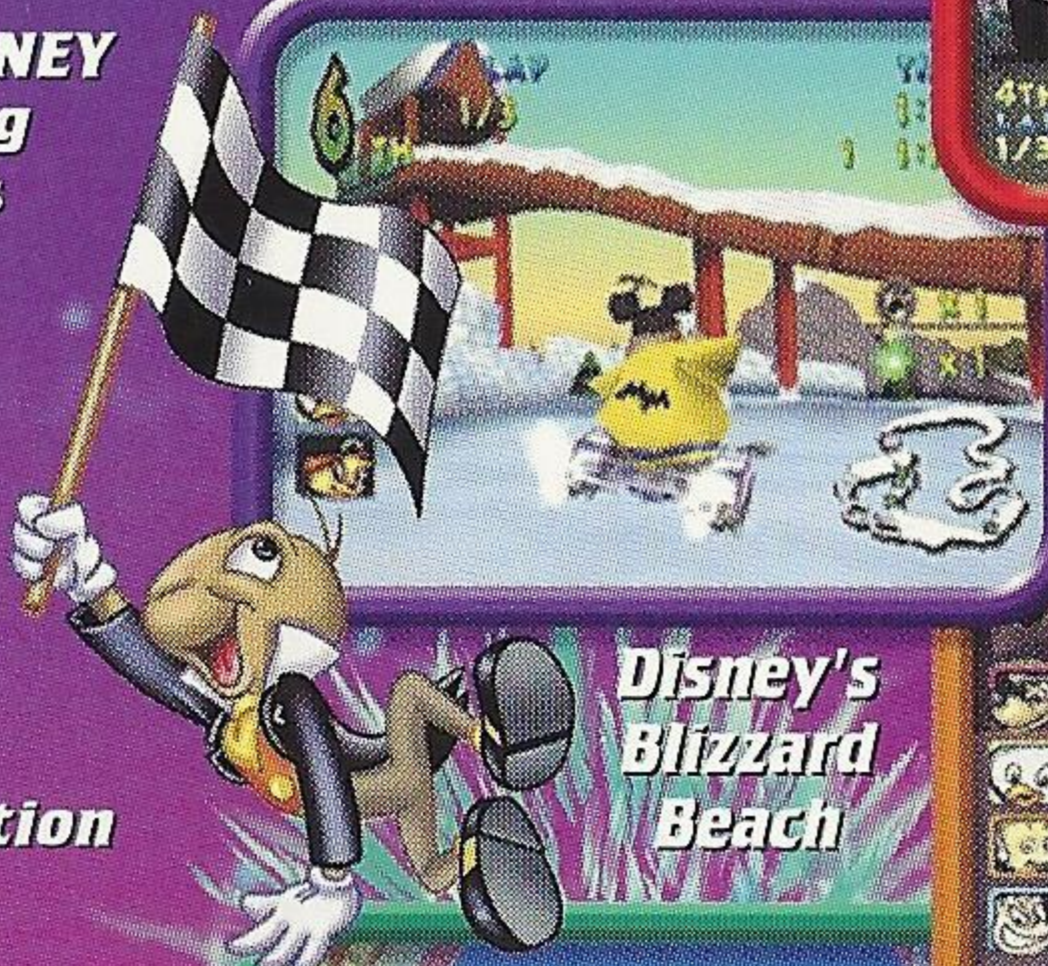
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